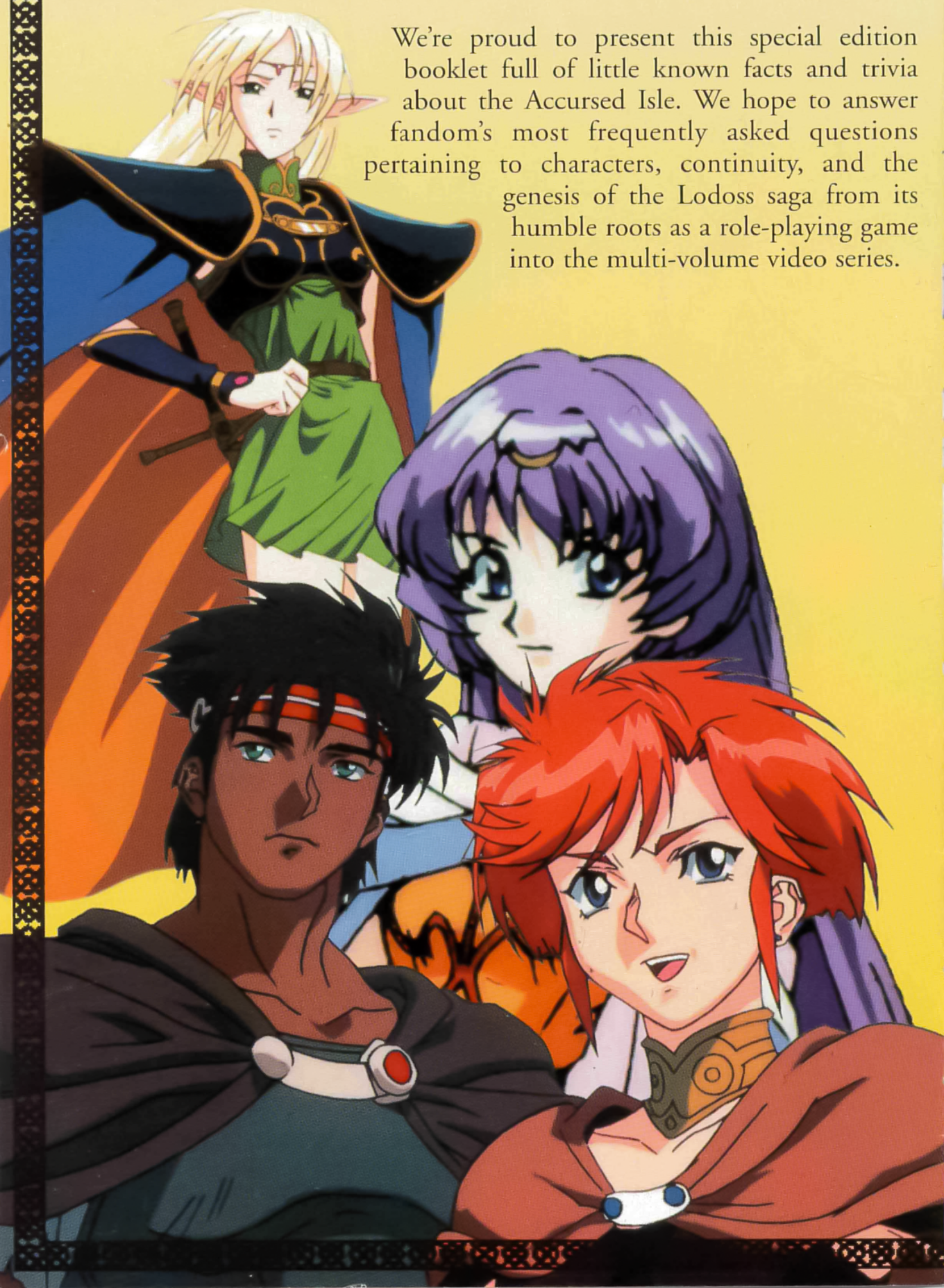
Record of Lodoss War

Introduction

Since its debut, the *Record of Lodoss War* saga has entertained millions of fans across the world. Regardless of cultural differences or language barriers, people the world over have united in their love of the characters populating this strange land.

We're proud to present this special edition booklet full of little known facts and trivia about the Accursed Isle. We hope to answer fandom's most frequently asked questions pertaining to characters, continuity, and the genesis of the Lodoss saga from its humble roots as a role-playing game into the multi-volume video series.



The Creative History of Lodoss

From RPG to international sensation...

The Lodoss Isle saga debuted humbly in a 1986 issue of *Comptique* magazine as serialized role-playing game (RPG) session logs, taken from modified versions of the *Dungeons and Dragons* and *Tunnels and Trolls* gaming systems.

Around the same time, the first *RPG Replay* books were released, serving as dialogue records for the players during game sessions, while illustrating the evolving Lodoss game rules. In 1989, all the background information was compiled into the *Lodoss Companion* source books.

Ryo Mizuno's novels came next in 1988 with the publication of *The Grey Witch*, closely followed by multimedia projects such as audio books and video games. However, it was the original video animations (OVAs) which began production in 1990 that finally reached a substantial international audience. This was followed almost five years later by the TV series, *Record of Lodoss War: Chronicles of the Heroic Knight,* which brought the characters and concepts of The Accursed Isle to a new generation of fans.

The Continuity Dilemma

How to fit a novel into 22 minutes...

After deciding to adapt the first Lodoss novel of the series into an OVA, the producers were soon faced with a problem: How to compress the events of the book into the bite-sized pieces required for a television production? There was no way to include everything, even with thirteen episodes to fill. So they streamlined the story, deleting certain characters and events. As a result, this adaptation comprised the OVA's first eight episodes. Still left with many dangling plot lines, they used the final five episodes of the series to create a suitable closure.

This solution worked just fine until production of the Lodoss TV series began five years later. The producers decided to re-tell certain events from the OVA in the manner that they appeared in the novels, and as a result, several examples of disparate continuity emerged (such as the re-introduction of Orson and Shiris). Faced with alternate versions of earlier chronicled events, it's best for Lodoss fans to simply attribute these oddities to production issues and enjoy both the OVA and TV series at face value.

Lodoss Timeline

What happened, When it Happened, and Why...

Dates are based on the New Royal Calendar (NRC), as used on the continent of Alecrast.

THE TIME OF THE ANCIENT KINGDOM

• Sorcerers of the Ancient Kingdom seal away the fire giants. The sorcerer Azzard later strikes a covenant in which Jinn & Infrit become guardian deities and are sealed in a sacred urn.

• Hostility between the Wind and Flame tribes begins.

NRC 0

• The Ancient Kingdom collapses.

•Governor Saluvan curses the five chromatic dragons to guard the Governor's Treasures.

• Karla seals herself into an enchanted circlet.

NRC 50

• Naneel, the Queen of the Dead, begins her treachery in Alania.

NRC 100 - 200

• Various city states arise: Kanon, Raiden, Roid, Rood, Adan, Marnie, Loran, Highland, Harken, Persei, and Saluvad.

NRC 101

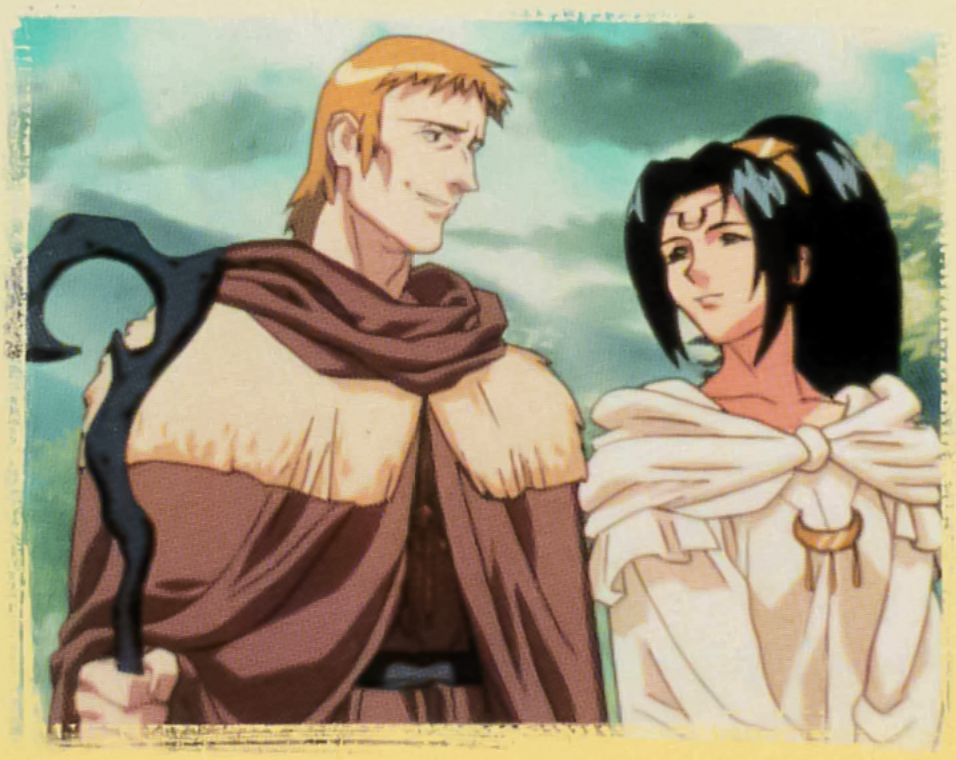
• Kadamos defeats Naneel and inaugurates the kingdom of Alania. He later launches an expedition to Marmo. Although the main force returns upon Kadamos' death ten years later, some members remain to settle the island.

NRC 221

• Kingdom of Elvec is inaugurated. Its forces advance westward, taking possession of Venon and Adan.

NRC 229

• Elvec continues its gluttonous expansion, forcibly merging with the city states of Rood, Marnie and Loran. Revolution follows, and twenty years later the city states reclaim independence from Elevec and establish themselves as the Holy Kingdom of Valis.



NRC 259

• The dragons' covenant is formed.

NRC 313

• The Academy of Sages is created.

NRC 473

• Neese releases Bramd, the ice dragon, from Saluvan's curse.

• King Bruuk of Skard releases the Demon God, who promptly attacks the kingdom of Stone and the Mirror Forest. So begins The War of the Demon God, and the covenant with the dragons is abandoned.

• The Hundred Heroes and the Allied Order of Knights are gathered and move on Highland to liberate those who were conquered by the Demon God King.

• The golden-scaled dragon king is released.

• The Mirror of Truth is stolen by Karla.

NRC 474

• The Six Heroes defeat the Demon God king and emerge victorious.

NRC 496

• Fahn ascends the throne of Valis.

NRC 497

• Beld declares a united Marmo, assuming the title of Dark Emperor. The Marmo Empire is inaugurated.

NRC 500

• In Alecrast, Kashue is arrested and becomes a gladiator slave. Three years later, he regains his freedom and becomes an adventurer. He travels to Lodoss, joining the Wind tribe as a mercenary. One year later, at the Tower of Dust Storms, he destroys the urn containing Jinn. Eventually, he becomes the King of Flaim.

NRC 509

• The Academy of Sages is destroyed through Wagnard's machinations.

NRC 510 – OVA continuity begins

- Deedlit travels to the human world.
- Parn and Etoh encounter Slayn and Ghim.
- The War of Heroes begins.
- Fahn and Beld die in battle.
- The War of Heroes ends.
- Parn's showdown with Karla.
- Slayn and Leylia marry.

NRC 512

- The Flame tribe, now in possession of Ifrit, destroy Haven. However, they are overpowered by the Kingdom of Flaim and surrender.
- Deedlit frees Jinn from the Tower of Dust Storms.
- Little Neese is born.

NRC 514 – TV series continuity begins

- Narse and Shooting Star awaken from hibernation.

NRC 515

- Kashue and Ashram join forces at Fire Dragon Mountain to kill Shooting Star. They later duel for the Scepter of Domination.
- Orson is killed.
- Reona returns and assumes the title of king, and forms Kanon free army.

NRC 520

- The spell on the Forest of No Return is lifted.

NRC 524

- Neese dies.

NRC 525

- The War of the Destroyer's Resurrection begins.
- Dark Elves infiltrate Akroyd and steal the Soul Crystal Ball.
- The main temple of Falis at Roid is attacked. The Staff of Life is lost.
- Duke Raster is executed. Meanwhile in Marmo, the ruling council is disbanded.
- Holy war is declared on Marmo. The nations of Lodoss engage Marmo in a pitched final battle. The armies of Marmo are defeated.
- Karla is sealed away forever. Wagnard becomes King of the Undead.
- The War of the Destroyer's Resurrection ends.
- Ashram escapes from the dark island and sails to the new world.

NRC 526

- The Duchy of Marmo is inaugurated as a dominion of Flaim. Its first duke is Spark.

The Elves of Lodoss

The Accursed Isle is populated by numerous species and magical beings. Who are these strange creatures, and how do they live?

During the war between the gods, both sides summoned beings from the spirit realm to do their bidding. At war's end not all of these spirits returned to their homeland. Those who remained gave up some of their spiritual essence to gain physical forms. And so the various non-human races on Lodoss were born, including the elves.

COMMON ELVES: Live for 1000 years or more, gathering in small forest villages throughout the island and avoiding contact with other races, who they see as rash and immature. Encounters between elves and other races often lead to conflict. As a result, the elves live in isolation.

MIRROR FOREST ELVES: A splinter group of Common Elves, who, during the War of the Demon God, joined forces with humans and dwarves, and the experience opened their minds. They concluded the best way to avoid conflicts with other races is understanding through open contacts.

HALF-ELVES (like Leaf): Are the result of a human and elven union. They're rare, and are often outcasts in both human and elven societies. They're most common around the Mirror Forest, where elves and humans mingle freely.

HIGH ELVES (like Deedlit): The most noble of all elves, retaining their original spiritual nature. These immortal beings live in the Forest of No Return. The High Elves have abandoned their material nature and have given up on reproduction. Most married couples live separately. It's their belief that elves, like trees, must have their own space in which to live. Deedlit is the only High Elf born in the last thousand years.

DARK ELVES (like Pirotess): The descendents of evil elves who sold their souls to Falaris, the god of Darkness. They're despised by other elves and reside only in the Forest of Darkness on Marmo.

The World of Lodoss

What do we know of this bizarre world?

Lodoss Isle is tucked away in a small corner of a world called Forcelia. The only lands charted thus far are the continent of Alecrast, the island of Lodoss, and the continent of Crystania.

ALECRAST: Is north of Lodoss and is an enormous continent. It was once connected to Lodoss, although Marfa separated the lands to save the main continent from Kardis curse. Today, Alecrast shares a great deal of Lodoss's culture, language, and religious beliefs. It has a large population of monsters. The history of Alecrast was much the same as Lodoss until the collapse of the ancient kingdom of Kastuul. After that, two powerful empires arose on the continent: Sardain in the east and Boer in the west. Both eventually collapsed, giving birth to the many kingdoms that exist there today.

LODOSS: Is a small continent roughly the size (and shape) of Australia. There are seven major domains: Alania, the "Millennium Kingdom" in the northeast, Kanon in the southeast, The Holy Kingdom of Valis in the center, the desert kingdom of Flaim to the north, the free city of Raiden to the northwest, the collection of small nations known as Moss to the southwest, and Marmo off the coast of Kanon.

CRYSTANIA: Lies on the far side of Forcelia and is inhabited by various god beasts. Crystania differs greatly from Lodoss, and can be considered another world inhabited by the god beasts, descendants of the neutral gods who fled the war of the gods in Lodoss. The god beasts were created by merging the gods' essences with the bodies of beasts. Those who worship them are called the People of the God Beasts.

The Magic of Lodoss

How do the various magics used on Lodoss differ?

There are three major schools of magic practiced on Lodoss:

1.) ***Shamanist magic*** (As used by Deedlit and Leaf)
Magic involving the summoning of spirits to do the practioner's bidding.

2.) ***High Ancient magic*** (As used by Slayn and Wagnard)
Where magic power, known as 'manna', is drawn upon by a spell caster to achieve a desired effect."

3.) ***Holy magic*** (As used by Etoh, Leylia, and Little Neese)
Magic for healing or defense, drawn upon the power of the gods. The spell's power depends on the faith of the user.

THE DRAGONS OF LODOSS

Lodoss has its fair share of dragons, ranging from the small wyverns (which serve as mounts for dragon riders), to the medium-sized earth dragons (whom Parn fights in the OVA), to the the five chromatic dragons. The chromatic dragons are extremely intelligent, often serving as mystic guardians. These dragons were domesticated by the sorcerers of Kastuul and cursed to guard the magical treasures of the last royal governor.

The five dragons:
1.) Narse: the evil dragon of Marmo. (Black)
2.) Bramd: the ice dragon of the White Dragon Mountains near Alania. Released from his curse by Neese. (White)
3.) Abram: the water dragon of Blue Dragon Island. He was named after the M1 Abrams tank used by the US Army. (Blue)
4.) Shooting Star: the demon dragon of Fire Dragon Mountain in Flaim. The worst of the lot, often terrorizing the western frontier and lunching on humans. (Red)
5.) Mycen: the golden-scaled dragon king of Moss. The only female dragon of the group, Mycen took her name from the founder of Moss as a gesture of gratitude and friendship after he freed her from Saluvan's curse. (Gold)

The Religions of Lodoss

A User's Guide to the deities of Lodoss Isle.

Thinking of worshipping on the Accursed Isle? Here's a list of the six major gods worshipped in Lodoss:

1.) Falis, the God of Light
2.) Falaris, the God of Darkness
3.) Marfa, the Goddess of the Earth
4.) Rahda, the God of Knowledge
5.) Myrii, the God of War
6.) Cha Za, the God of Good Fortune

These are not the only gods, as Maar invokes Ganeed, the god of thieves, in episode six of the TV series. It can be assumed that there are many lesser gods worshipped in this world. However, the six named above are the major religious groups.

The Governor's Treasures

The most valued items on Lodoss.

Saluvan, the last royal governor of Kastuul, charged the Ancient Dragons with protecting the most powerful magical items in the kingdom. They were:

1.) The Scepter of Domination, guarded by Shooting Star. Its wielder will possess absolute charisma and is able to exert his will upon others.

2.) The Staff of Life, guarded by Mycen. It can heal any wound.

3.) The Crown of Knowledge, guarded by Narse. Its wearer gains all knowledge. After Beld's death, it was lost after the War of the Destroyer's Resurrection.

4.) The Mirror of Truth, guarded by Bramd. Shows the true form of all queries.

5.) The Soul Crystal Ball, guarded by Abram. Brings back the dead.

We hope this booklet has answered your questions about life on The Accursed Isle. Now, with your expanded insights, you'll be able to more fully experience *Record of Lodoss War: Chronicles of the Heroic Knight*. Enjoy!

–Written by Neil Nadelman and Chadwick Ngan

Promotional materials layout and copy ©2000 Central Park Media Corporation. Record of Lodoss War TV Series ©1998, 1999 Ryo Mizuno, Group SNE, Masato Natsumoto, Rei Hyakuyashiki/"Record of Lodoss War" Project/TV Tokyo. Central Park Media, U.S. Manga Corps, Mangamania, Japanimation Station and logos are registered trademarks of Central Park Media Corporation. AnimeOne.com is a trademark of Binary Media Works, Inc. All Rights Reserved.

CENTRAL PARK MEDIA®

The First Name In Japanese Animation™

To order call:

Mangamania® CLUB OF AMERICA: 1-800-626-4277

250 West 57th Street, Suite 317

New York, NY 10107

Phone:(212) 977-7456 • Fax:(212) 977-8709

AOL: Japanimation Station® Keyword: Japanimation

www.centralparkmedia.com

www.animeone.com

U.S. MANGA CORPS